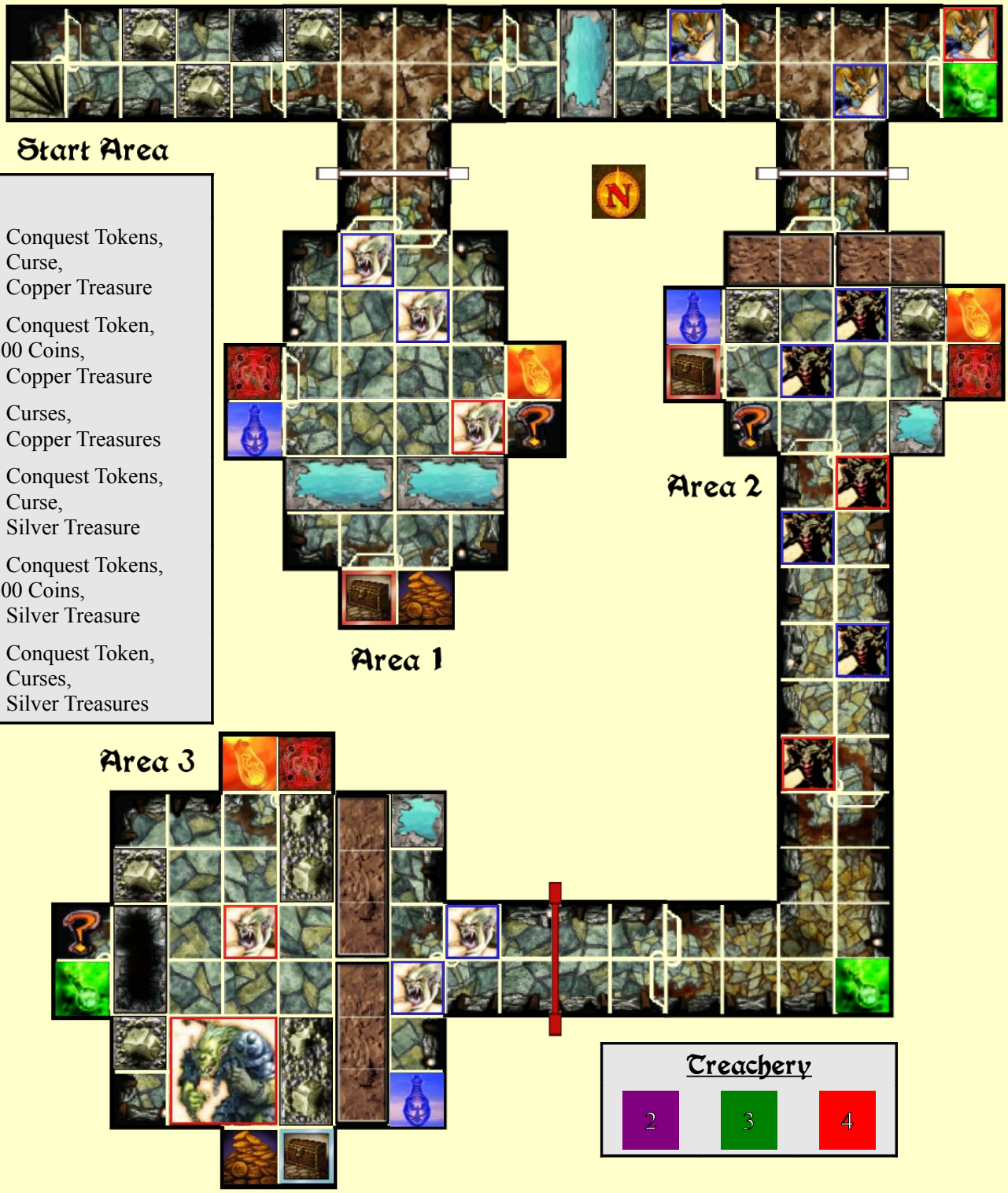
Free Brandy!

BY CURTIS LYON

The Sewers of Tamalir *is designed to be a series of quests that allow the heroes to explore the seamy underbelly of the great city. The first quest begins, of course, in a tavern...*



Chests

Copper 1	2 Conquest Tokens, 1 Curse, 1 Copper Treasure
Copper 2	1 Conquest Token, 100 Coins, 1 Copper Treasure
Copper 3	2 Curses, 2 Copper Treasures
Silver 1	3 Conquest Tokens, 1 Curse, 1 Silver Treasure
Silver 2	2 Conquest Tokens, 200 Coins, 1 Silver Treasure
Silver 3	1 Conquest Token, 2 Curses, 2 Silver Treasures

Treachery

2 3 4

Introduction

The only problem with the Salty Dog is its popularity. Every adventurer drinks there, which means that the service can be a slow – especially on busy nights like tonight. You're sitting and waiting for a much-needed pint of your preferred beverage, when the normal din of the common room is muted by sounds of screaming and scuffling coming from the back. Before anyone can act, Wort the Barkeep comes staggering into the room looking disheveled and dazed. He has blood oozing from a handful of scratches, and a number of bruises are welling up on his exposed flesh.

"Bunch o' little buggers broke into the cellar an' made off with Brandy!" he blurts in obvious pain.

There might have been more of a ruckus, but most folk realize that he is talking about the barmaid and not the booze. But it presents a problem for you, since Brandy is the tavern's only barmaid tonight. You're thirsty, the place is packed, and you may *never* get your drink if she's gone missing. Looking around, you see that most of the other patrons seem undisturbed by the news... probably because most of them seem to already *have* their drinks, and are well into their cups. You join a tiny group of drinkless customers that is accosting Wort and trying to find out what actually happened.

Still panting, and occasionally wincing as he applies some of the Salty Dog's stock to his wounds, Wort gives you the story:

"We was in the cellar, grabbin' another tun of ale, when a bunch o' these little rat-faced buggers come scramblin' outta this hole in the back. Probably dug up from the sewer, I'm bettin'. Anyways... The suckers jumped me, grabbed Brandy, an' then retreated back down their hole. Er... With Brandy." The bartender finishes his tale with a helpless shrug.

That settles it. You can't have monsters running amok, bursting into taverns and running off with wenches. That's supposed to be *your* job. Wort gives you his blessing, along with a convenient map of the surrounding sewers, and you gear up, heading into the wine cellar. You quickly find the hole that Wort spoke of, and lighting torches, you head down into the darkness of the sewers below...

Quest Goals

Descending into Tamalir's sewers, your goal is simple: Free Brandy! Of course, if you want to kill monsters and score some loot, that's all for the good, as well – after all, no more monsters means no more tavern raids, and extra loot means more drinks. And heck... If you free Brandy, you might even *get* some free brandy! You start with 5 conquest tokens, and succeed if you get out of the sewers with both Brandy and at least one conquest token left. If you ever run out of conquest tokens, however, Brandy remains in captivity (or worse), and you'll likely have to find another tavern to frequent.

Water channels cut across the sewer at several points in the heroes' path.

The first time the heroes come to a water channel, and the water flow has not been turned off (or has been turned back on):

A sewage canal cuts across your path, flowing with water and effluvium. Your way is blocked, unless you can find another way around or a means to cut off the flow.

If the water flow has been turned off:

A muddy channel of damp effluvium cuts across your path. You can cross it, although it will be a slow and unpleasant. Not to mention smelly. Now you know why they normally keep the water running.

Area Descriptions

These descriptions should be read as the appropriate areas are revealed by the heroes.

Start Area

Descending a narrow flight of crudely-hewn steps, you arrive at a portion of Tamalir's sewer system. It is dank – every surface glistens with a wet sheen – and water (at least you *hope* it's water) drips steadily from the stonework above you. The place stinks, and has not been well maintained. Portions of the tunnel have collapsed to form small pits and piles of rubble, and in the darkness beyond your torchlight, you can hear the gurgle of flowing water, as well as a more ominous rustling and chittering.

Area 1

While it is just as damp and dank in here as out in the main passage, it appears to be in better repair. Deep in the bowels of this large chamber, you can hear the flow and gurgle of one of the city's sewage canals. If you couldn't have heard it, you still would have been perfectly able to *smell* it. But of more immediate concern are the hairy and misshapen men that appear to have taken more than a passing interest in your presence. You're pretty sure that these aren't Wort's "rat-faced buggers".

If a hero ends his movement on the encounter marker:

Inset in the wall is a large metal wheel with a crank handle attached to it. This looks like it is the water shutoff valve for this part of the sewers. Although it appears pretty rusty, it still seems to be functional.

A hero may perform a prolonged **Melee (5)** action on the encounter marker to turn the water flow off or on. This action cannot be normally disrupted. However, a monster that is on the encounter marker, if it is unattended, may spend a combat action to remove one progress token from this action.

If turning the water flow either off or on is completed, a monster may still spend combat actions (a total of five) in order to reverse the process at a later time.

If anyone completes turning off the water:

Accompanied by the deep screech and rumble of grinding metal and stone, the water flow is quickly reduced to a mere trickle.

Replace all water obstacles in play that are larger than one space with mud.

As these are still considered to be deep channels, mud in this quest is treated as a combination of both mud and pit obstacles for purposes of movement and line of sight.

If anyone completes turning on the water:

The deep screech and rumble of grinding metal and stone is accompanied by the roar of rushing water as the channels are quickly filled with flowing sewage.

Replace all mud obstacles in play with water.

Anyone unfortunate enough to be in a sewage canal when the water is turned on is automatically – and rather unpleasantly – killed. Immediately apply all of the appropriate effects.

Area 2

Beyond another sewage canal, two pillars from an archway that lets into a small, foul-smelling chamber. Here and there, water has pooled into some of the deep potholes in the floor. You can make out more passageway beyond the room, as well as a number of small, chattering, humanoid critters. Ah... *These* would be the "rat-faced buggers" that Wort was going on about.

If a hero comes within 3 spaces of the encounter marker:

In the far corner of the room, you can make out the bloody, desecrated remains of some poor soul. You sure hope it isn't Brandy. Aside from being a total waste of pulchritude, you'd have to curse the Overlord for making your quest an automatic failure.

If a hero ends his movement on the encounter marker:

You examine the body. Yuck! Nope... this sure isn't Brandy – it looks more like one of those beastmen. Hmmm... You wonder if it's got any loot.

A hero may perform a prolonged **Ranged (3)** action on the encounter marker to search the body. This action may be disrupted. This must be a continuous action, and each hero must perform this action separately – they cannot combine progress tokens.

If a hero completes searching the body:

> Darn... No money. On the bright side, you *do* find a rune.

The party receives the red runekey. Replace the encounter marker with a bone heap. There is no further effect for searching the bone heap.

Area 3

> This large chamber is split by a number of walls and arches. In front of the first archway is another sewage canal, while a pit lays beneath the far archway, creating a natural barrier to a dark alcove.
>
> From the dark bowels of the room comes a deep, rumbling voice. "Who dares intrude on Otho?" The hulking form of an ogre rises from a sturdy throne situated in the far left of the room. "Otho want to eat juicy wench in peace!"
>
> You aren't sure in what sense he meant that, but you *are* sure that it doesn't bode anything pleasant for Brandy in any case.

The master ogre here is Otho. He has the same statistics as an ordinary master ogre, except that his armor is +1 and he has 2 extra wounds. Be sure to place a throne beneath Otho after reading the description.

When a hero crosses past the mud:

> Back in the far alcove, you can make out the form of a woman chained to the wall. It's Brandy! And the monsters haven't been very kind to her clothing; they've torn her skirt and ripped her bodice to reveal... uh... You'd probably better concentrate on Otho and his minions.

Replace the encounter token with a villager to represent Brandy. She cannot be attacked by any monsters unless she has been freed.

A hero who is adjacent to Brandy may perform a prolonged **Melee (6)** or **Ranged (6)** action in order to free her from her chains. This action may be disrupted. This must be a continuous action, and each hero must perform this action separately – they cannot combine progress tokens.

If a hero completes freeing Brandy:

> Brandy looks frightfully embarrassed throughout most of the process, but you finally free her from the chains. "Thanks," she says with a pretty smile.

Brandy may now move freely. She has the standard statistics for a villager: 6 wounds, 1 armor, and 4 movement.

If the glyph in the room has been activated, she may leave that way. Otherwise, she must either wait, or try to take the long way out. Note that if a monster kills Brandy, the heroes lose.

If Otho is killed (and stays dead):

> "Aw, crap," says the ogre, and expires.

If the heroes fail in their quest:

> Oops. Looks like you'll be needing to find a new watering hole. And it also sucks that all the other adventurers know about this little incident.

If the heroes succeed in rescuing Brandy:

> Good job! All the other adventurers cheer as you return with Brandy in tow, and Wort actually *does* give you drinks on the house for the rest of the night. And they come quickly since Brandy is back – she's such a fine girl. Heh... And one lucky hero just may be able to reap the fruits of a *very* grateful wench...

The heroes gain 4 conquest tokens for freeing Brandy. They have finished their quest.